

HOME IMPROVEMENT



INSTRUCTION MANUAL



ABSOLUTE

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo®

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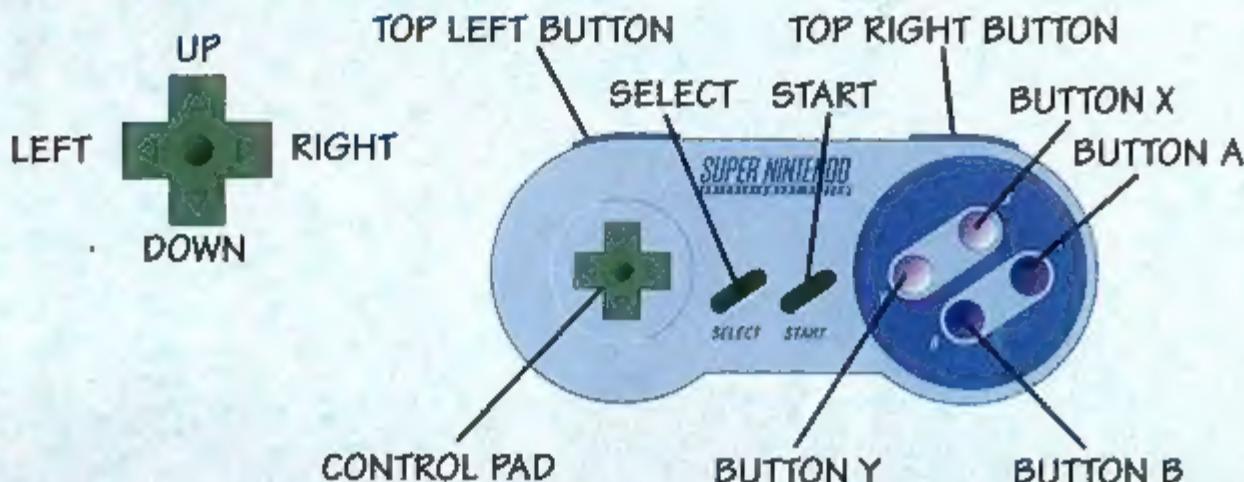


ABSOLUTE

GETTING STARTED

1. Make sure the power switch on the console of your SUPER NINTENDO ENTERTAINMENT SYSTEM® is OFF.
2. Insert the HOME IMPROVEMENT Game Pak as described in your Super NES manual.
3. Turn the power switch ON.

THE CONTROL PAD



START	Pauses/Unpauses Game
BUTTON A	Uses Collected Tools
BUTTON B	Jump
BUTTON X	Shoots/Disengages Grappling Hook
BUTTON X + UP	Shoots Grappling Hook Up
BUTTON X + RIGHT/LEFT	Swings Sledge Hammer Right /Left
BUTTON X + DOWN	Uses Jackhammer
BUTTON Y + RIGHT/LEFT	Run to the Right or the Left
CONTROL PAD RIGHT/LEFT	Walk Right/Left
CONTROL PAD DOWN	Crouch
TOP RIGHT/LEFT BUTTONS	Shoots Collected Tools Diagonally

While Grappling . . .

- Press UP or DOWN on the CONTROL PAD to raise or lower Tim, respectively.
- Press LEFT or RIGHT on the CONTROL PAD in the direction Tim is swinging to gain momentum.
- Press BUTTON B to jump upwards while disengaging the Grappling Hook to reach platforms.

GAME INSTRUCTIONS

Tim will have his hands full trying to get back the stolen prototypes of the Taylor-Turbo power tools, but he'll have plenty of other tools to do the job with! There are 8 tools that Tim can hefty and battered 20 lb. sledae use during the course hefty and batt

of the game; he'll h

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guarding one o

the Taylor-Tur

tools at the

end of the level.

The other half of the time, he'll mainly need the nail man gun. The nail man gun (Tim calls man it "the AK-47 of tools") is one of the the strongest weapons that use on his quest. It has the ability to punch into an attacking end

huge, hungry Venus Fly Traps on the set of "Dinosaur Safari".

REAL

**DON'T
INSTRU**

The Sledge Hammer

As any



NEED INSTRUCTIONS

...need to ask anyone
know what the problem is and rush in to fix
themselves! Although it's frowned upon by the most macho of
the breed, some real men actually refer to blue prints for help. If
you find yourself in need of—dare we say it?—instructions, you
can refer to the enclosed poster blue prints for hints.

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PROJECT NOTES

Absolute Entertainment Inc.'s Limited 90-Day Warranty

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
Suite 300 South
10 Mountainview Road
Upper Saddle River, New Jersey 07458
Tel (201) 818-4800

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for \$25.00, a brief statement describing the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

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